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Design challenges: Dynamically adapting GUIs to diverse input devices

Scott Carter, Amy Hurst, Jennifer Mankoff, Jack Li

October 2006 Proceedings of the 8th international ACM SIGACCESS conference on Computers and accessibility Assets '06

Publisher: ACM Press

Full text available: pdf(233.60 KB) Additional Information: full citation, abstract, references, index terms

Many of today's desktop applications are designed for use with a pointing device and keyboard. Someone with a disability, or in a unique environment, may not be able to use one or both of these devices. We have developed an approach for automatically modifying desktop applications to accommodate a variety of input alternatives as well as a demonstration implementation, the Input Adapter Tool (IAT). Our work is differentiated from past work by our focus on input adaptation (such as adaptin ...

**Keywords**: accessibility, interaction techniques, toolkits

Input/output linkage in a user interface management system

Dan R. Olsen, Elizabeth P. Dempsey, Roy Rogge

July 1985 ACM SIGGRAPH Computer Graphics, Proceedings of the 12th annual conference on Computer graphics and interactive techniques SIGGRAPH

'85, Volume 19 Issue 3

Publisher: ACM Press

Full text available: pdf(880.41 KB)

Additional Information: full citation, abstract, references, citings, index terms

The GRaphical INteraction System (GRINS) is described, which integrates an automationbased dialogue controller with a dynamic display model to provide a User Interface Management System. The linkage between the logical device interface and the graphical presentation of virtual devices is discussed. A display manager to support dynamic manipulations of hierarchically structure images is presented. Lastly a model of Display Objects whereby application-specific display objects can have computation ...

Toto: a tool for selecting interaction techniques

Teresa W. Bleser, John Sibert

August 1990 Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface software and technology UIST '90

Publisher: ACM Press





4 Synopsis - Books and Software: Java technologies for games

Doug Twilleager, Jeff Kesselman, Athomas Goldberg, Daniel Petersen, Juan Carlos Soto, Chris Melissinos

April 2004 Computers in Entertainment (CIE), Volume 2 Issue 2

Publisher: ACM Press

Full text available: pdf(55.76 KB) Additional Information: full citation, abstract, citings, index terms

Network games are the fastest growing segment of the games market. The technologies required to build these massively networked games is evolving at a rapid pace. There are many components to these technologies. There are server, desktop client, and mobile client technologies which enable these connected games. This article provides on overview of the server, desktop, and mobile technologies that are available to build a networked game with Java technology.

Keywords: J2ME, J2SE, Java, audio, games, graphics, input devices, mobile devices

5 PreSense: interaction techniques for finger sensing input devices

Jun Rekimoto, Takaaki Ishizawa, Carsten Schwesig, Haruo Oba November 2003 Proceedings of the 16th annual ACM symposium on User interface software and technology UIST '03

**Publisher: ACM Press** 

Full text available: pdf(2.38 MB)

Additional Information: full citation, abstract, references, citings, index terms

Although graphical user interfaces started as imitations of the physical world, many interaction techniques have since been invented that are not available in the real world. This paper focuses on one of these "previewing", and how a sensory enhanced input device called "PreSense Keypad" can provide a preview for users before they actually execute the commands. Preview important in the real world because it is often not possible to undo an action. This previewable feature helps users to see what ...

Keywords: gesture sensing, input devices, previewable user interfaces

6 Demo presentations session B: The VoodoolO gaming kit: a real-time adaptable

gaming controller

Nicolas Villar, Kiel Mark Gilleade, Devina Ramduny-Ellis, Hans Gellersen
June 2006 Proceedings of the 2006 ACM SIGCHI international conference on
Advances in computer entertainment technology ACE '06

Publisher: ACM Press

Full text available: pdf(513.49 KB) Additional Information: full citation, abstract, references, index terms

Existing gaming controllers are limited in their end-user configurability. As a complement to current game control technology, we present the VoodooIO Gaming Kit, a real-time adaptable gaming controller. We introduce the concept of *appropriable* gaming devices, which allow players to define and actively reconfigure their gaming space, making it appropriate to their personal preference and gaming needs. The technology and its conceived usage are illustrated through its application to two co ...

**Keywords**: VoodooIO, adaptable interfaces, appropriable gaming devices, game controllers

<sup>7</sup> Game interface: The VoodoolO gaming kit: a real-time adaptable gaming controller

Nicolas Villar, Kiel Mark Gilleade, Devina Ramduny-Ellis, Hans Gellersen

June 2006 Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06

**Publisher: ACM Press** 

Full text available: 📆 pdf(513.52 KB) Additional Information: full citation, abstract, references, index terms

Existing gaming controllers are limited in their end-user configurability. As a complement to current game control technology, we present the VoodooIO Gaming Kit, a real-time adaptable gaming controller. We introduce the concept of *appropriable* gaming devices, which allow players to define and actively reconfigure their gaming space, making it appropriate to their personal preference and gaming needs. The technology and its conceived usage are illustrated through its application to two co ...

**Keywords**: VoodooIO, adaptable interfaces, appropriable gaming devices, game controllers

8 Control layer primitives for the layered multimedia data model

Michael J. Wynblatt, Gerhard A. Schloss

January 1995 Proceedings of the third ACM international conference on Multimedia

MULTIMEDIA '95

Publisher: ACM Press

Full text available: htm(52.61 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: control structures, hypermedia, multimedia data modeling, user interaction

9 Work-in-progress: Swordfish: user tailored workspaces in multi-display environments

Vicki Ha, Kori Inkpen, Jim Wallace, Ryder Ziola

April 2006 CHI '06 extended abstracts on Human factors in computing systems CHI '06

Publisher: ACM Press

Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, index terms

This paper presents a novel interaction metaphor for Multiple Display Environments (MDEs) called lightweight personal bindings. This approach enables users to easily bind edges from one display to another and move seamlessly between displays. The goal of this work is to support collocated collaboration in a dynamic multi-display environment while accommodating users' personal preferences. With lightweight personal bindings, each user can choose their own display connections and create a personal ...

10 Pushdown automata for user interface management

Dan R. Olsen

11

July 1984 ACM Transactions on Graphics (TOG), Volume 3 Issue 3

Publisher: ACM Press

Full text available: pdf(1.44 MB)

Additional Information: full citation, references, citings, index terms, review

<u>Distributed interface bits: dynamic dialogue composition from ambient computing</u> resources

Anthony Savidis, Constantine Stephanidis

May 2005 Personal and Ubiquitous Computing, Volume 9 Issue 3

Publisher: Springer-Verlag

Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, citings

This paper discusses a particular issue in the context of disappearing computing, namely, user mobility. Mobile users may carry with them a variety of wireless gadgets while being immersed in a physical environment encompassing numerous computing devices. In such a situation, it is most likely that the number and type of devices may dynamically vary during interactions. The Voyager development framework supports the implementation of ambient dialogues, i.e., dynamically distributed user Interfac ...

**Keywords**: Abstract dialogue elements, Adaptive interaction, Ambient dialogues, Dynamic user interface composition, Wearable interfaces

12 QMView and GAMESS: integration into the world wide computational grid
Kim K. Baldridge, Jerry P. Greenberg, Stephen T. Elbert, Stephen Mock, Philip Papadopoulos
November 2002 Proceedings of the 2002 ACM/IEEE conference on Supercomputing
Supercomputing '02

Publisher: IEEE Computer Society Press

Full text available: pdf(650.61 KB) Additional Information: full citation, abstract, references, index terms

High performance computing, storage, visualization, and database infrastructures are increasing geometrically in complexity as scientists move towards grid-based computing. While this is natural, it has the effect of pushing computational capabilities beyond the reach of scientists because of the time needed to harness the infrastructure. Hiding the complexity of networked resources becomes essential if scientists are to utilize them effectively. In this work, we describe our efforts to integrat ...

13 Toolkits: The MaggLite post-WIMP toolkit: draw it, connect it and run it

Stéphane Huot, Cédric Dumas, Pierre Dragicevic, Jean-Daniel Fekete, Gérard Hégron
October 2004 Proceedings of the 17th annual ACM symposium on User interface
software and technology UIST '04

Publisher: ACM Press

Full text available: pdf(10.39 MB)

Additional Information: full citation, abstract, references, citings, index terms

This article presents MaggLite, a toolkit and sketch-based interface builder allowing fast and interactive design of post-WIMP user interfaces. MaggLite improves design of advanced UIs thanks to its novel <i>mixed-graph</i> architecture that dynamically combines scene-graphs with interaction-graphs. <i>Scene-graphs</i> provide mechanisms to describe and produce rich graphical effects, whereas <i>interaction-graphs</i> allow expressive and fine-grained description of ad ...

**Keywords**: GUI architectures, GUI toolkits, ICON, MaggLite, interaction design, interaction techniques

14 On the Partitioning of Function in Distributed Collaboration Systems

John Menges, Kevin Jeffay

December 1994 ACM SIGOIS Bulletin, Volume 15 Issue 2

**Publisher: ACM Press** 

Full text available: pdf(436.01 KB) Additional Information: full citation, abstract

A large number of experimental (and a few commercial) distributed synchronous collaboration support systems have been developed to date for the UNIX<sup>4</sup>/X environment.

These systems typically fall into one of two categories: toolkits for collaborative application development, and shared window systems. Collaboration toolkits usually focus on supporting the development of collaboration-aware applications, and shared window systems are typically in tended to make existing single-user (coll ...

15 Collaboration and cooperation -- II: Myriad: scalable VR via peer-to-peer connectivity,

PC clustering, and transient inconsistency

Benjamin Schaeffer, Peter Brinkmann, George Francis, Camille Goudeseune, Jim Crowell, Hank Kaczmarski

November 2005 Proceedings of the ACM symposium on Virtual reality software and technology VRST '05

Publisher: ACM Press

Full text available: pdf(3.46 MB) Additional Information: full citation, abstract, references, index terms

Distributed scene graphs are important in virtual reality, both in collaborative virtual environments and in cluster rendering. In Myriad, individual scene graphs form a peer-to-peer network whose connections filter scene graph updates and create flexible relationships between scene graph nodes in the various peers. Modern scalable visualization systems often feature high intracluster throughput, but collaborative virtual environments (VEs) over a WAN share data at much lower rates, complicating ...

**Keywords**: PC cluster, peer-to-peer, virtual environments

16 A parallel Prolog: The construction of a data driven model

Michael J. Wise

August 1982 Proceedings of the 1982 ACM symposium on LISP and functional programming LFP '82

Publisher: ACM Press

Full text available: pdf(835.03 KB)

Additional Information: full citation, abstract, references, citings, index terms

An argument is presented for the implementation of a Prolog-like language using data driven execution, as a step towards the solution of the problems associated with multiprocessor machine architectures. To facilitate this, a number of changes and extensions to the execution control mechanism of Prolog have been implemented. Among the notable features of the system are the use of conditional AND (CAND) and conditional OR (COR) constructs to allow the programmer sequential control in the con ...

17 Towards specifying and evaluating the human factors of user-computer interfaces

Teresa Bleser, James D. Foley

March 1982 Proceedings of the 1982 conference on Human factors in computing systems

Publisher: ACM Press

Full text available: pdf(444.86 KB)

Additional Information: full citation, abstract, references, citings, index terms

Despite the current interest in user-computer interfaces, the design of a good interface remains to a great extent an art, with much argument over guidelines and principles for interface design. Pertinent information, scattered throughout the literature of psychology, graphic design. linguistics, hardware design, and under the general umbrella of computer science, is only gradually being gathered into survey publications for application by computer scientists [1,4,12,15]. Our purpose is to ...

Revised5 report on the algorithmic language scheme

N. I. Adams, D. H. Bartley, G. Brooks, R. K. Dybvig, D. P. Friedman, R. Halstead, C. Hanson, C. T. Haynes, E. Kohlbecker, D. Oxley, K. M. Pitman, G. J. Rozas, G. L. Steele, G. J.

Sussman, M. Wand, H. Abelson

September 1998 ACM SIGPLAN Notices, Volume 33 Issue 9

Publisher: ACM Press

Full text available: The pdf(4.44 MB) Additional Information: full citation, citings, index terms

19 Poster session 1: Support for input adaptability in the ICON toolkit

Pierre Dragicevic, Jean-Daniel Fekete

October 2004 Proceedings of the 6th international conference on Multimodal interfaces ICMI '04

Publisher: ACM Press

Full text available: pdf(476.86 KB)

Additional Information: full citation, abstract, references, citings, index terms

In this paper, we introduce input adaptability as the ability of an application to exploit alternative sets of input devices effectively and offer users a way of adapting input interaction to suit their needs. We explain why input adaptability must be seriously considered today and show how it is poorly supported by current systems, applications and tools. We then describe ICon (Input Configurator), an input toolkit that allows interactive applications to achieve a high level of input adaptab ...

**Keywords**: adaptability, input devices, interaction techniques, toolkits, visual programming

20 Authoring for comprehension: Constraints in spatial structures

Claus Atzenbeck, Peter J. Nürnberg

September 2005 Proceedings of the sixteenth ACM conference on Hypertext and hypermedia HYPERTEXT '05

Publisher: ACM Press

Full text available: pdf(120.82 KB)

Additional Information: full citation, abstract, references, citings, index terms

People have become used to paper as an information carrier over thousands of years. Paper is usually easy to handle and has been adopted as a metaphor for information structures in computer applications. This article gives a brief overview of our analysis on real world bindings. We further compare those to some metaphor-based spatial structure applications. We conclude that the high abstract implementation level in spatial structure applications takes away additional metainformation that may be ...

**Keywords**: WildDocs, bindings, collections, hypermedia, knowledge representation, knowledge work, spatial structures, user interface design

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21 Symbolic modeling and evaluation of data paths

Chuck Monahan, Forrest Brewer
January 1995 Proceedings of the 32nd ACM/IEEE conference on Design automation
DAC '95

Publisher: ACM Press

Full text available: pdf(73.94 KB) Additional Information: full citation, references, citings, index terms

22 Benchmarking and performance evaluation: Storage workload estimation for

database management systems

Oguzhan Ozmen, Kenneth Salem, Mustafa Uysal, M. Hossein Sheikh Attar
June 2007 Proceedings of the 2007 ACM SIGMOD international conference on
Management of data SIGMOD '07

Publisher: ACM Press

Full text available: pdf(563.62 KB) Additional Information: full citation, abstract, references, index terms

Modern storage systems are sophisticated. Simple direct-attached storage devices are giving way to storage systems that are shared, flexible, virtualized and network-attached. Today, storage systems have their own administrators, who use specialized tools and expertise to configure and manage storage resources. Although the separation of storage management and database management has many advantages, it also introduces problems. Database physical design and storage configuration are closely r ...

**Keywords**: database management systems, storage configuration, storage management, workload characterization

23 On user interface reference models

Keith A Lantz

October 1986 ACM SIGCHI Bulletin, Volume 18 Issue 2

Publisher: ACM Press

Full text available: pdf(693.13 KB)

Additional Information: full citation, abstract, references, citings, index terms

The proliferation of personal workstations and computer networks has enabled users to develop or otherwise access an ever wider range of applications. Unfortunately, the human-computer interface has not kept pace with the available hardware, nor with the aspirations of many users. Major advances are required with respect to the "style" of

human-computer interaction -- advances in graphical techniques as well as other communications media. Moreover, this "style" should be as consistent as possibl ...

24 Computer human interface: Unit: modular development of distributed interaction

techniques for highly interactive user interfaces

Alex Olwal, Steven Feiner

June 2004 Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04

Publisher: ACM Press

Full text available: pdf(1.41 MB)

 $\textbf{Additional Information:} \ \underline{\textbf{full citation}}, \ \underline{\textbf{abstract}}, \ \underline{\textbf{references}}, \ \underline{\textbf{citings}}, \ \underline{\textbf{index}}$ 

terms

The Unit framework uses a dataflow programming language to describe interaction techniques for highly interactive environments, such as augmented, mixed, and virtual reality. Unit places interaction techniques in an abstraction layer between the input devices and the application, which allows the application developer to separate application functionality from interaction techniques and behavior. Unit's modular approach leads to the design of reusable application-independent interaction control c ...

**Keywords**: augmented reality, dataflow programming, interaction techniques, mixed reality, virtual reality, visual programming

25 Ada and the graphical kernel system

Thomas M. Leonard

May 1985 ACM SIGAda Ada Letters, Proceedings of the 1985 annual ACM SIGAda international conference on Ada SIGAda '85, Volume V Issue 2

Publisher: Cambridge University Press, ACM Press

Full text available: pdf(940.99 KB) Additional Information: full citation, abstract, references, index terms

The Graphical Kernel System (GKS) is a general purpose, Device-Independent, two-dimensional graphics system currently in the final stages of standardization by both the International Organization for Standardization (ISO) [ISO 1982] and the American National Standards Institute (ANSI) [ANSI 1984c]. Associated with each GKS standardization effort are programming language bindings which standardize language-specific interfaces fro implementations of GKS. Currently in the draft proposed phase of st ...

26 An experimental LISP system for the SPERRY UNIVAC 1100 Series

Roger M. Firestone

January 1980 ACM SIGPLAN Notices, Volume 15 Issue 1

Publisher: ACM Press

Full text available: pdf(862.78 KB) Additional Information: full citation, abstract, references

An experimental LISP system has been developed for use on SPERRY UNIVAC 1100 Series computers. Although the general design of the system is fairly traditional, a number of extensions have been made to the customary nucleus which significantly improve the ease of use of the language. These extensions include external environment modifications as well as new internal functions. Some concepts have also been borrowed from other programming languages, as well. Because 1100 Series LISP does not contai ...

27 Syntax directed graphical interaction

Dan R. Olsen, Elizabeth P. Dempsey

June 1983 Proceedings of the 1983 ACM SIGPLAN symposium on Programming language issues in software systems SIGPLAN '83

Publisher: ACM Press

Full text available: pdf(556.52 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes SYNGRAPH (SYNtax) directed GRAPHics) which is a user interface generator for interactive system graphics. This system applies the principles of syntax analysis, parser generation and data abstraction to the development of man-machine interfaces. A great deal of work has been done in the modeling of user interfaces using context-free grammars [Jaco82, Lafu78, Pars79, Reis81, Wass81]. There also has been work done in using parser generation tools for simulating such inter ...

### 28 Interface design based on standardized task models

Larry Birnbaum, Ray Bareiss, Tom Hinrichs, Christopher Johnson

January 1998 Proceedings of the 3rd international conference on Intelligent user interfaces IUI '98

Publisher: ACM Press

Full text available: 🔂 pdf(1.13 MB) Additional Information: full citation, references, index terms

Keywords: model-based interface design tools, task analysis

### 29 Draft Proposed: American National Standard—Graphical Kernel System

Technical Committee X3H3 - Computer Graphics
February 1984 ACM SIGGRAPH Computer Graphics, Volume 18 Issue SI

Publisher: ACM Press

Full text available: pdf(16.07 MB) Additional Information: full citation

## 30 Knowledge and natural language processing

Jim Barnett, Kevin Knight, Inderjeet Mani, Elaine Rich August 1990 Communications of the ACM, Volume 33 Issue 8

Publisher: ACM Press

Full text available: pdf(3.85 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

KBNL is a knowledge-based natural language processing system that is novel in several ways, including the clean separation it enforces between linguistic knowledge and world knowledge, and its use of knowledge to aid in lexical acquisition. Applications of KBNL include intelligent interfaces, text retrieval, and machine translation.

Keywords: parsing

## 31 <u>Multi-process structuring of user interface software</u>

K A Lantz

April 1987 ACM SIGGRAPH Computer Graphics, Volume 21 Issue 2

Publisher: ACM Press

Full text available: Topdf(787.39 KB) Additional Information: full citation, abstract, citings, index terms

Many contemporary user interface management systems suffer from the lack of adequate operating system support for multi-process structuring. They either adopt a single-process server approach, resulting in monolithic code, or are implemented as run-time libraries, resulting in a high degree of redundancy and complex synchronization problems. This paper, on the other hand, describes a methodology that takes advantage of lightweight processes and fast interprocess communication to structure user i ...

### 32 Anatomy of LISP

John Allen January 1978 Book

Publisher: McGraw-Hill, Inc.

Additional Information: full citation, abstract, references, cited by, index terms

This text is nominally about LISP and data structures. However, in the process it covers much broader areas of computer science. The author has long felt that the beginning student of computer science has been getting' a distorted and disjointed picture of the field. In some ways this confusion is natural; the field has been growing at such a rapid rate that few are prepared to be judged experts in all areas of the discipline. The current alternative seems to be to give a few introductory cou ...

### 33 Aiding text entry of foreign alphabets with visual keyboard plus

Lara Rennie, Andy Cockburn

January 2005 Proceedings of the Sixth Australasian conference on User interface - Volume 40 AUIC '05

Publisher: Australian Computer Society, Inc.

Full text available: pdf(233.27 KB) Additional Information: full citation, abstract, references, index terms

Computer keyboards are used to input hundreds of different languages using many different alphabets. Despite this diversity, the physical layout of keyboards is fairly uniform, with keyboards generally containing approximately 80 keys spread across six rows (excluding cursor keys and numberpad). In English speaking countries, the QWERTY layout is the de-facto standard binding between the physical location of keys and the corresponding letters of the alphabet. To aid international and multi-lingua ...

Keywords: international alphabets, keyboard keybindings, text input, visual keyboards

34 Rosetta Smalltalk: a conversational, extensible microcomputer language

Scott K. Warren, Dennis Abbe

April 1979 ACM SIGSMALL Newsletter , Proceedings of the Second symposium on Small systems SIGSMALL/PC, Volume 5 Issue 2

Publisher: ACM Press

Full text available: pdf(860.51 KB) Additional Information: full citation, abstract, references, citings

Rosetta Smalltalk is a personal information handling environment for low-cost microcomputers based on the work of the Learning Research Group at Xerox PARC. Our prototype runs on two different Z-80 based personal computers. The major goals of the system are to support a lively interactive style of working and to provide an open-ended medium in which personalized tools may easily be constructed. Rather than write monolithic programs, the user extends the language with new objects and syntax. He t ...

**Keywords**: abstract data types, conversational computing, extensibility, hypertext, message sending, modularity, object oriented programming, personal computing, windows

35 Aspects of applicative programming for file systems (Preliminary Version)

Daniel P. Friedman, David S. Wise

March 1977 ACM SIGSOFT Software Engineering Notes , ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , Proceedings of an ACM conference on Language design for reliable software, Volume 2 , 11 , 12 Issue 2 , 2 , 3

Publisher: ACM Press

Full text available: pdf(1.47 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper develops the implications of recent results in semantics for applicative programming. Applying suspended evaluation (call-by-need) to the arguments of file construction functions results in an implicit synchronization of computation and output. The programmer need not participate in the determination of the pace and the extent of the evaluation of his program. Problems concerning multiple input and multiple output files are considered: typical behavior is illustrated with an exam ...

Keywords: Functional combination, Real time, Recursive programming, Referential transparency, Shared file, Suspension, Text editor

The history of computer graphics standards development

Steve Carson, Andries van Dam, Dick Puk, Lofton R. Henderson February 1998 ACM SIGGRAPH Computer Graphics, Volume 32 Issue 1

Publisher: ACM Press

Full text available: 📆 pdf(976.00 KB) Additional Information: full citation, abstract, index terms

In keeping with the retrospective theme of this issue of Computer Graphics, Standards Pipeline takes a long look back at the history of the development of formal standards for computer graphics. As is fitting for a retrospective, there is a focus on where we have succeeded and where we have failed. Three guest authors contributed to this column. First, Andy van Dam takes us back to the early beginnings of standards for computer graphics and the forces that led to the first attempts ...

<sup>37</sup> Viewing Ada from a process model perspective

Rob Strom, Shaula Yemini, Peter Wegner

May 1985 ACM SIGAda Ada Letters, Proceedings of the 1985 annual ACM SIGAda international conference on Ada SIGAda '85, Volume V Issue 2

Publisher: Cambridge University Press, ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(1.12 MB) terms

This paper compares two programming language paradigms for large software systems. The first is based upon nested block structure and static binding, augmented with abstract data types and concurrency, as exemplified by Ada. The second is based upon processes with disjoint data spaces which communicate by passing messages over dynamically bound ports as exemplified by the process model of NIL. We argue that the process model paradigm is simpler, has better support for modularity and programming- ...

38 The device model of interaction



July 1982 ACM SIGGRAPH Computer Graphics, Proceedings of the 9th annual conference on Computer graphics and interactive techniques SIGGRAPH

**'82**, Volume 16 Issue 3

Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(721.38 KB) terms

Any interactive system can be described in terms of the devices it involves, and their interconnections. Similarly, each device can be described in terms of simpler devices and their interconnections. Such descriptions are strictly modular, and well structured. This observation allows any system to be described, at all levels, by the same language. Such descriptions have intuitive appeal for hardware as well as software components, and for process control applications as well as ...

### 39 Scope: automated generation of graphical interfaces

C. M. Beshers, S. Feiner

November 1989 Proceedings of the 2nd annual ACM SIGGRAPH symposium on User interface software and technology UIST '89

Publisher: ACM Press

Full text available: 🔁 pdf(867.19 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

We describe the design and prototype implementation of Scope, a system that generates graphical user interfaces for applications programmed in C++. The programmer chooses application data objects and functions that define the capabilities of the interface. At runtime, an interface design component, implemented as a set of production system rules, transforms this semantic specification into an interface built using a window system, an associated user interface toolkit, and the hardware input ...

## 40 Experience with Ada for the Graphical Kernel System

Kathleen Gilroy

September 1984 ACM SIGAda Ada Letters, Volume IV Issue 2

Publisher: ACM Press

Full text available: pdf(828.85 KB) Additional Information: full citation, abstract, references

This paper describes the effort to produce an Ada language binding to the Graphical Kernel System (GKS) and to implement a subset of the GKS functionality in Ada. It presents an overview of the GKS/Ada project, discusses some of the issues raised during development of the GKS software, describes the results of a post-coding analysis comparing the binding and prototype code, and comments on the lessons drawn from this experience.

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## [PDF] Dynamically Adapting GUIs to Diverse Input Devices

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across several different input de- ...

portal.acm.org/ft\_gateway.cfm?id=1169000&type=pdf

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[PDF] Distributed interface bits: dynamic dialogue composition from ...

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of the **device categories** the embedded software had to ..... 21 Detailed **input bindings**, regarding four **input** styles of the. Selector dialogue object class ...

www.springerlink.com/index/M862Q8JUJJ4YE60T.pdf

### [PDF] Composition Trust Bindings in Pervasive Computing Service Composition

File Format: PDF/Adobe Acrobat

aggregating service facilities across nodes, a collection .... the latter as an **input device** for keypad **input**. (Figure 1, right) ...

ieeexplore.ieee.org/iel5/10656/33623/01598983.pdf?arnumber=1598983

### [PDF] Jabiru: Harnessing Java 3D Behaviors for Device and Display ...

File Format: PDF/Adobe Acrobat

New Aesthetics, New Practices **Across** Cultures, visited the. Sun Center of Excellence in 2003 with .... into a single mode, with different **input bindings**. ... ieeexplore.ieee.org/iel5/38/30489/01405955.pdf

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data format to ensure interoperability across devices and. networks. The second category of low-level metadata op-. erations includes the ability to search, ... ieeexplore.ieee.org/iel5/9605/30346/01394581.pdf?arnumber=1394581

#### IPDFI systems without linguistic input Grammatical Subjects in home sign ...

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nurtured by many **input** sources **across** multiple generations of. speaker communities? .... thus used the same grammatical **device** (clause-initial position) ... www.pnas.org/cgi/reprint/0509306102v1.pdf

### [PDF] systems without linguistic input Grammatical Subjects in home sign ...

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nurtured by many **input** sources **across** multiple generations of. speaker communities? .... thus used the same grammatical **device** (clause-initial position) ... www.pnas.org/cgi/reprint/102/52/19249.pdf

### Grammatical Subjects in home sign: Abstract linguistic structure ...

Or does it arise only in communicative systems that have been nurtured by many **input** sources **across** multiple generations of speaker communities? ... www.pnas.org/cgi/content/full/102/52/19249

#### IPDFI Characterizing functional hippocampal pathways in a brain-based ...

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sensory **input** from the **device** and motor commands to the .... 24): If the neuronal unit is active **across** half of an environ- ...

www.pnas.org/cgi/reprint/102/6/2111.pdf

#### Grammatical Subjects in home sign: Abstract linguistic structure ...

Our focus is on the abstract **category** of grammatical Subject. .... been nurtured by many **input** sources **across** multiple generations of speaker communities? ...





Key: IEEE JNL = IEEE Journal or Magazine, IEE JNL = IEE Journal or Magazine, IEEE CNF = IEEE Conference, IIEE CONFERENCE, IEEE STD = IEEE Standard

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